

## Jedi Watchman



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## Jedi Watchman

24

Hit Points

70

Defense

17

Attack

9

Damage

20

### Special Abilities

**Melee Attack; Double Attack**

**Cloaked** (If this character has cover, he cannot be targeted by nonadjacent enemies)

**Lightsaber Duelist** (+4 Defense when attacked by an adjacent enemy with a Force rating)

### Force Powers

**Force 2**

**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)



*Jedi Watchmen are the highest authorities on the worlds to which they are assigned and are responsible for identifying candidates for the Jedi Order.*



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## Elite Sith Assassin



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## Elite Sith Assassin

23

Hit Points

80

Defense

18

Attack

9

Damage

20



### Special Abilities

#### Melee Attack

**Cunning Attack +10** (+4 Attack and +10 Damage against an enemy who has not activated this round)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**Steal Force** (Replaces attacks: touch: 1 adjacent character with a Force rating loses 1 Force point and this character gains 1 Force point)

### Force Powers

#### Force 1

**Sith Rage** (Force 1: +10 Damage on all attacks this turn)

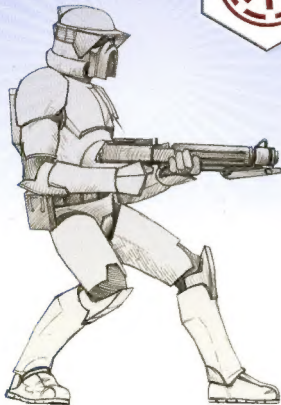


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## ARF Trooper



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## ARF Trooper

11

Hit Points

10

Defense

15

Attack

8

Damage

20

### Special Abilities

#### Order 66

**Recon** (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

**Squad Cover** (+4 Defense while 3 allies with the same name as this character are within 6 squares)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



*Mace Windu led Lightning Squadron, a force of ARF Troopers trained in piloting AT-RT units, in the battle to liberate Ryloth.*



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## A'Sharad Hett



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## A'Sharad Hett

32

Hit Points

80

Defense

18

Attack

11

Damage

20



### Special Abilities

**Unique. Melee Attack**

**Niman Style** (+2 Attack and +2 Defense while this character has more than half Hit Points remaining)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

### Force Powers

**Force 2. Force Renewal 1**

**Force Repulse 2** (Force 2, replaces attacks: 20 damage to all characters within 2 squares; push back Huge or smaller characters to 3 squares from this character)

**Lightsaber Deflect** (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

### Commander Effect

Each follower whose name contains Tusken Raider gets +4 Attack and gains **Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11).



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## 501st Legion Clone Commander



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## 501st Legion Clone Commander

15

Hit Points

50

Defense

16

Attack

10

Damage

10

### Special Abilities

#### Order 66

**Trooper** (Counts as a character named 501st Clone Trooper)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

#### Commander Effect

Followers whose name contains 501st get +10 Damage against enemies with Force ratings.



*The 501st Legion was distinguished by exceptional discipline and coordination.*



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## 501st Legion Clone Trooper



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## 501st Legion Clone Trooper

8

Hit Points

10

Defense

14

Attack

5

Damage

20



### Special Abilities

#### Order 66

**Trooper** (Counts as a character named 501st Clone Trooper)

**Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares)

*Troopers of the 501st Legion received special training at a secret base on Coruscant, overseen by Chancellor Palpatine's command staff.*



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## K'Kruhk, Jedi Master



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## K'Kruhk, Jedi Master

**33**

Hit Points

**100**

Defense

**18**

Attack

**10**

Damage

**20**

### Special Abilities

**Unique. Melee Attack; Double Attack**  
**Impulsive Advance** (Whenever a Unique allied character is defeated, this character can immediately move 3 squares)

### Force Powers

#### Force 2. Force Renewal 1

**Force Leap** (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

**Indiscriminate Rage** (Force 1: +2 Attack and +10 Damage until the end of this character's turn. At the end of that turn, make a save of 11; if the save fails, this character gains **Savage** until the end of the skirmish.)

**Lightsaber Deflect** (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



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Merumeru



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Merumeru

38

Hit Points

140

Defense

18

Attack

8

Damage

20



### Special Abilities

Unique

**Wookiee; Double Attack**

**Close-Quarters Fighting** (+4 Attack against adjacent enemies)

**Demolish** (Ignores Damage Reduction of adjacent targets)

**Mighty Swing** (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

### Commander Effect

Your squad may include Wookiee characters of any faction.

Allied Wookiee characters gain **Close-Quarters Fighting**, **Demolish**, and **Mighty Swing**.

*Under the leadership of Elder Merumeru, Wookiee warriors defended their homeworld against Separatist attacks.*



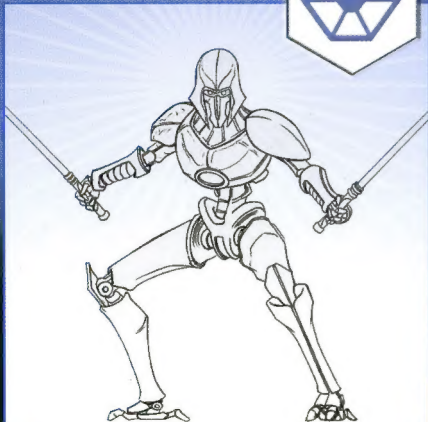
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## EG-05 Jedi Hunter Droid



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## EG-05 Jedi Hunter Droid

27

Hit Points

80

Defense

19

Attack

10

Damage

20

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Melee Attack** (Can attack only adjacent enemies)

**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)

**Lightsaber Resistance** (+2 Defense when attacked by an adjacent enemy with a Force rating)

**Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target)



*The deadly EG-05 droid boasts incredible speed and dexterity, and it can wield two lightsabers with perfect form.*



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# Chewbacca, Fearless Scout



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# Chewbacca, Fearless Scout

23

Hit Points

110

Defense

17

Attack

9

Damage

20

## Special Abilities

**Unique  
Wookiee**

**Artillerist** (+4 Attack against enemies with Flight)

**Breath Mask** (Not affected by abilities or Force powers whose name contains Poison)

**Stable Footing** (Not slowed by difficult terrain)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



*Chewbacca donned breathing gear to hunt and remove mynocks that had attached themselves to the Millennium Falcon.*



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Dass Jennir



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Dass Jennir

32

Hit Points

80

Defense

18

Attack

9

Damage

10



### Special Abilities

**Unique. Double Attack**

**Affinity** (May be in a Republic squad)

**Lightsaber** (+10 Damage against adjacent enemies)

### Force Powers

**Force 2. Force Renewal 1**

**Dispassionate Killer** (Force I: +4 Attack and +20 Damage until the end of this character's turn. At the end of that turn, make a save of 11. If the save fails, this character is immediately defeated.)

**Force Leap** (Force I: This turn, this character can move through enemies without provoking attacks of opportunity)

**Jedi Mind Trick** (Force I, usable only on this character's turn: range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save 11)



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Ferus Olin



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Ferus Olin

27

Hit Points

100

Defense

19

Attack

11

Damage

20



## Special Abilities

Unique

**Melee Attack; Double Attack**

**Affinity** (May be in a Republic squad)

**Jedi Bodyguard** (If an adjacent ally with a Force rating would take damage from an attack, this character can take the damage instead)

## Force Powers

**Force 2. Force Renewal 1**

**Lightsaber Block** (For

**Dark Temptation** (Force 1: +4 Attack and +20 Damage until the end of this character's turn. At the end of that turn, make a save of 11: if the save fails, this character joins the opponent's squad until the end of the skirmish.)

**Lightsaber Precision** (Force 1: This character gets +10 Damage on his next attack)

*"If the Jedi ever need me, I will be there."*



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Jax Pavan



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Jax Pavan

16

Hit Points

70

Defense

17

Attack

10

Damage

10

### Special Abilities

**Unique**

**Affinity** (May be in a Republic squad)

**Lightsaber** (+10 Damage against adjacent enemies)

**Mettle** (If this character spends 1 Force point to reroll, add +4 to the result)

### Force Powers

**Force 2**

**Lightsaber Deflect** (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



*As a private investigator on the mean streets of Coruscant, the refugee Jedi Jax Pavan continues to fight for the downtrodden and the desperate.*



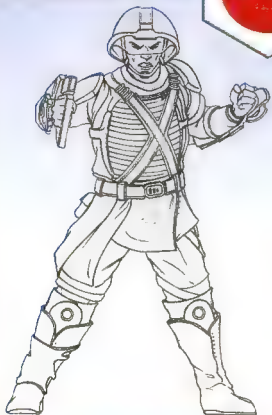
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## Kota's Elite Militia



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## Kota's Elite Militia

14

Hit Points

40

Defense

17

Attack

9

Damage

20

### Special Abilities

**Affinity** (May be in a Republic squad that does not contain any characters with Order 66)

**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)

**Independent Outfit** (Also counts as a Fringe character for the purpose of commander effects)

**Rapport** (Costs 1 less when in the same squad as a character named Master Kota)



*Elite soldiers of Kota's militia wield computer-controlled lanvaroks that fire a spray of metal disks at deadly velocities.*



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## Kota's Militia



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## Kota's Militia

9

Hit Points

20

Defense

14

Attack

6

Damage

10



### Special Abilities

**Affinity** (May be in a Republic squad that does not contain any characters with Order 66)

**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save II)

**Independent Outfit** (Also counts as a Fringe character for the purpose of commander effects)

**Rapport** (Costs 1 less when in the same squad as a character named Master Kota)

*As a Republic general during the Clone Wars, Master Kota did not trust the clone troopers, instead forming his own unit of hardened veterans.*

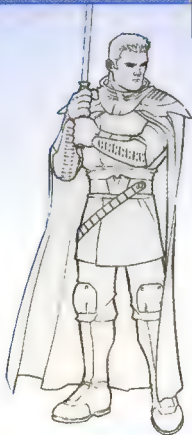


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## Emperor's Hand



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## Emperor's Hand

20

Hit Points

80

Defense

20

Attack

9

Damage

20



### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Hand of the Emperor** (This character can spend his own Force points once per turn and spend Force points from a character whose name contains Emperor Palpatine once per turn)

**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)

### Force Powers

#### Force 1

**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

*These specialized assassins, in constant psychic contact with Emperor Palpatine, carry out his orders throughout the galaxy.*



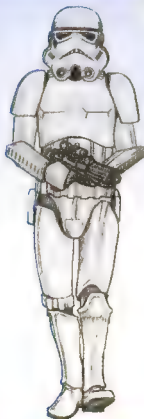
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## 501st Legion Stormtrooper



# STAR WARS



## 501st Legion Stormtrooper

11

Hit Points

20

Defense

16

Attack

8

Damage

20



### Special Abilities

**Rapport** (Costs 1 less when in the same squad as a character whose name contains Vader)

**Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares)

**Squad Firepower** (+10 Damage while 3 allies with the same name as this character are within 6 squares)

*After Anakin Skywalker turned to the dark side, his 501st Legion clone troopers remained loyal to him. For their brutality and efficiency, they became known as "Vader's Fist."*

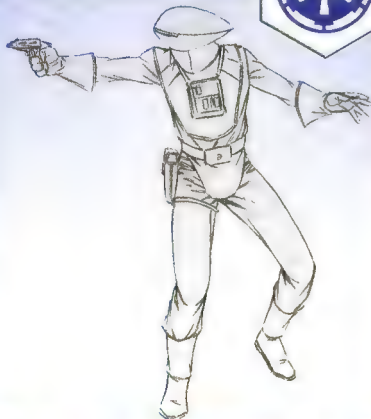


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# Imperial Engineer



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# Imperial Engineer

9

Hit Points

10

Defense

14

Attack

3

Damage

10



## Special Abilities

**Blast Cannon** (+10 Damage against targets within 6 squares)

**Satchel Charge** (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)

**Splash 10** (If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.)

*"If it moves, shoot it. If it doesn't, blow it up."*



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## Imperial Inquisitor



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## Imperial Inquisitor

22

Hit Points

70

Defense

17

Attack

0

Damage

0



### Special Abilities

**Turn to the Dark Side** (Replaces attacks: range 6; 20 damage to 1 target with a Force rating. The target can choose to negate this damage and instead make a save of 11; if the save fails, the target joins this character's squad until the end of the skirmish.)

### Force Powers

**Force 3**

**Force Push 1** (Force 1, replaces attacks: range 6; 10 damage; push back target 1 square if Huge or smaller)

### Commander Effect

Allies with a Force rating within 6 squares get +4 Attack against enemies without a Force rating.

*Imperial inquisitors force Jedi to embrace the dark side or die.*



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## Imperial Sovereign Protector



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## Imperial Sovereign Protector

25

Hit Points

100

Defense

20

Attack

12

Damage

20

### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

**Palpatine's Bodyguard** (If a character whose name contains Emperor Palpatine is an adjacent ally and would take damage from an attack, this character can take the damage instead)

### Force Powers

**Force 1**

**Force Sense** (Force 1, usable only on this character's turn: Enemies lose Stealth for the rest of the round)

*These exceptionally brutal warriors, trained in dark-side Force techniques, commanded the Imperial Royal Guard.*



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Kir Kanos



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Kir Kanos

34

Hit Points

110

Defense

21

Attack

13

Damage

20



### Special Abilities

**Unique. Melee Attack**

**Palpatine's Bodyguard** (If a character whose name contains Emperor Palpatine is an adjacent ally and would take damage from an attack, this character can take the damage instead)

**Loner** (+4 Attack if no allies are within 6 squares)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

### Force Powers

**Force 2**

**Force Sense** (Force 1, usable only on this character's turn: Enemies lose Stealth for the rest of the round)



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## Major Maximilian Veers



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## Major Maximilian Veers

12

Hit Points

50

Defense

15

Attack

5

Damage

10

### Special Abilities

#### Unique

**Crack Gunner +10** (Can combine fire with adjacent allies who have Mounted Weapon, granting +10 Damage. The attack cannot be prevented or redirected.)

### Commander Effect

Whenever a non-Unique follower within 6 squares is missed by an attack, it can immediately move 2 squares.



*Veers' quick thinking on Culrron III saved a legion of stormtroopers and rewarded him with a promotion to major*



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# Bomo Greenbark



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# Bomo Greenbark

18

Hit Points

50

Defense

17

Attack

6

Damage

10

## Special Abilities

### Unique

**Impulsive Reprisal** (If a Unique allied character is defeated, for the remainder of the skirmish this character has +4 Attack and +10 Damage)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)



*A Nosaurian originally in the service of the Separatists, Bomo Greenbark later stood with the Jedi Master Dass Jennir against Imperial stormtroopers at the Battle of Half-Axe Pass.*



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## Bossk, Trandoshan Hunter



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## Bossk, Trandoshan Hunter

29

Hit Points

110

Defense

18

Attack

10

Damage

20



### Special Abilities

#### Unique

**Bounty Hunter +4** (+4 Attack against Unique enemies)

**Double Claw Attack** (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)

**Regeneration 10** (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)

**Stun Mortar** (Replaces attacks: sight; living target and each living character adjacent to that target are considered activated this round; save 11 negates. Huge and larger characters ignore this special ability.)

**Rend +20** (If both of his attacks hit the same adjacent enemy, this character's second attack gets +20 Damage)



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# Boushh, Ubese Hunter



# Boushh, Ubese Hunter

26

Hit Points

80

Defense

18

Attack

10

Damage

20

## Special Abilities

Unique

**Bounty Hunter +4** (+4 Attack against Unique enemies)

**Grenades 40** (Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save II)



*A freelance bounty hunter, Boushh preferred heavy explosives and had a reputation for near suicidal violence.*



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## Dengar, Hired Killer



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## Dengar, Hired Killer

31

Hit Points

90

Defense

19

Attack

12

Damage

20

### Special Abilities

#### Unique

**Bounty Hunter +4** (+4 Attack against Unique enemies)

**Final Shot** (On this character's turn, if he doesn't move, he gets +30 Damage against enemies with 50 or fewer Hit Points remaining)



*After a devastating swoop-race crash, Dengar was rebuilt as a remorseless killer by the Empire. He became a bounty hunter to collect the reward on Han Solo, whom he blamed for his disfigurement.*



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## 4-LOM, Droid Mercenary



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## 4-LOM, Droid Mercenary

35

Hit Points

110

Defense

20

Attack

10

Damage

30



### Special Abilities

#### Unique

**Droid** (Immune to critical hits; not subject to commander effects)

**Bounty Hunter +4** (+4 Attack against Unique enemies)

**Careful Shot +4** (On this character's turn, if it doesn't move, it gets +4 Attack)

**Rapport** (A character whose name contains Zuckuss costs 1 less when in the same squad as this character)

**Stun Gas** (Replaces attacks: adjacent living targets are considered activated this round and cannot make attacks of opportunity this turn; save II negates. Huge and larger characters ignore this special ability.)

*The former protocol droid 4-LOM worked for Jabba the Hutt alongside the Gand bounty hunter Zuckuss.*



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## Gungan Bounty Hunter



## Gungan Bounty Hunter

9

Hit Points

40

Defense

16

Attack

6

Damage

10

### Special Abilities

**Bounty Hunter +4** (+4 Attack against Unique enemies)



*Gungans' strong warrior tradition makes them prized as mercenaries. Those with the drive to travel the galaxy sometimes become independent operatives.*

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## Human Engineer



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## Human Engineer

13

Hit Points

10

Defense

14

Attack

2

Damage

10



### Special Abilities

**Industrial Repair 20** (Replaces attacks: touch; remove 20 damage from 1 character with Mounted Weapon)

**Repair 10** (Replaces attacks: touch; remove 10 damage from 1 Droid character)

**Satchel Charge** (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)

*Those with technical skills were called into service on both sides of the Clone Wars; many were forced to abandon their old jobs to work for the military.*



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## IG-88, Assassin Droid



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## IG-88, Assassin Droid

43

Hit Points

120

Defense

20

Attack

9

Damage

20

### Special Abilities

#### Unique

**Droid** (Immune to critical hits; not subject to commander effects)

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

**Bounty Hunter +6** (+6 Attack against Unique enemies)

**Opportunist** (+4 Attack and +10 Damage against an enemy who has activated this round)

**Pulse Cannon 40** (Replaces attacks: sight; 40 damage to target and to each character adjacent to that target; on a save of 11, reduce the damage to 10)



*After achieving sentence, the war droid IG-88 immediately slaughtered his creators and embarked on a program of galactic mayhem.*



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## Rodian Brute



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## Rodian Brute

3

Hit Points

10

Defense

14

Attack

4

Damage

10

### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Stable Footing** (Not slowed by difficult terrain)



*A long history of hunting turned the Rodians into ferocious combatants who warred against themselves as much as they did others.*



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## Rodian Raider



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## Rodian Raider

10

Hit Points

20

Defense

14

Attack

5

Damage

10

### Special Abilities

**Triple Attack** (On his turn, this character can make 2 extra attacks instead of moving)

**Stable Footing** (Not slowed by difficult terrain)



*On the junk world of Raxus Prime, Rodian scavengers competed with transplanted Jawas and Imperial shipbuilders for valuable salvage.*



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## Talz Chieftain



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## Talz Chieftain

16

Hit Points

60

Defense

17

Attack

9

Damage

10



### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

**Advantageous Attack** (+10 Damage against an enemy who has not activated this round)

### Commander Effect

Non-Unique Fringe followers within 6 squares get +4 Attack and +10 Damage against non-Unique enemies.

*Talz clan chiefs led devastating attacks against both Separatist and Republic forces that intruded on their isolated world*



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## Talz Warrior



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## Talz Warrior

7

Hit Points

20

Defense

14

Attack

6

Damage

10

### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

**Advantageous Attack** (+10 Damage against an enemy who has not activated this round)



*The hulking, primitive Talz are admirably adapted to harsh conditions on the icy world of Orto Plutonia.*



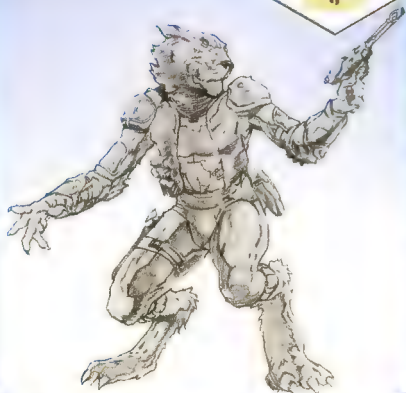
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## Togorian Soldier



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## Togorian Soldier

12

Hit Points

30

Defense

15

Attack

5

Damage

10

### Special Abilities

**Bravado** (+4 Attack and +20 Damage against an adjacent enemy with a higher point cost)



*These massive carnivores live for battle, and Togorian pirate fleets are the scourge of the galaxy.*



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## Trandoshan Elite Mercenary



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## Trandoshan Elite Mercenary

17

Hit Points

50

Defense

17

Attack

7

Damage

20



### Special Abilities

**Double Claw Attack** (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)

**Mercenary** (This character can move only if he cannot make an attack from his starting space)

**Mighty Swing** (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

**Regeneration 10** (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)

**Rend +10** (If both of his attacks hit the same adjacent enemy, this character's second attack gets +10 Damage)

*The powerful Trandoshans are superbly fitted to the profession of bounty hunter.*



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## Trianii Scout



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## Trianii Scout

14

Hit Points

40

Defense

16

Attack

6

Damage

20

### Special Abilities

**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

**Flurry Attack** (When this character scores a critical hit, he can make 1 immediate extra attack)

**Quick Reactions** (+6 Attack when making attacks of opportunity)



*The feline Trianii are fiercely independent and deeply spiritual.*



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T'surr



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T'surr

8

Hit Points

20

Defense

14

Attack

2

Damage

30

### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)



*Native to a cold desert world, the T'surr are consummate survivors who rely on brute strength and ruthless cunning to enslave weaker species.*



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# Zuckuss, Bounty Hunter



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# Zuckuss, Bounty Hunter

**35**

Hit Points

**90**

Defense

**20**

Attack

**9**

Damage

**20**



## Special Abilities

**Unique. Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)

**Bounty Hunter +4** (+4 Attack against Unique enemies)

**Intuition** (Once per round, after initiative is determined, this character can immediately move up to 6 squares before any other character activates)

**Rapport** (A character whose name contains 4-LDM costs 1 less when in the same squad as this character)

**Snare Rifle** (A character hit by this character's attacks cannot move until the end of the round)

## Force Powers

**Force 2**

**Anticipation** (Force 1: Reroll initiative once per round)

**Force Sense** (Force 1, usable only on this character's turn: Enemies lose Stealth for the rest of the round)



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## Mandalorian Jedi Hunter



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## Mandalorian Jedi Hunter

24

Hit Points

60

Defense

17

Attack

8

Damage

20

### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)

**Parry** (When hit by a melee attack, this character takes no damage with a save of 11)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)



*Some of the scattered survivors of the Mandalorian Wars seek out Jedi to punish for their humiliation.*



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